

**In the Claims:**

Please amend the claims as indicated below.

1. (Currently Amended) A method of caching a part of digital content data from a content source, comprising the steps of:
  - acquiring the digital content data from the content source, the digital content including I-frames and non-I-frames, said part of the digital content data including interleaved segments of the acquired digital content data;
  - separating the I-frames from the non-I-frames to generate a block of multiple I-frames that includes temporally disparate I-frames;
  - caching the block of separated I-frames without the non-I-frames;
  - flushing ones of the separated I-frames as a function of a current playback location;
  - caching a portion of the digital content data that includes both the I-frames and the non-I-frames;
  - accessing the cached digital content data, including both I-frames and non-I-frames, in response to a standard play mode; and
  - accessing the cached block of I-frames in response to a trick play mode.
2. (Currently Amended) A method according to claim 1, wherein the digital content data are digital audio and/or video data and wherein the block of separated I-frames includes multiple I-frames from both before and after a current playback position.
3. (Currently Amended) A method according to claim 1, wherein the method further includes playing back the digital content data stored on the content source, and that the separating of the I-frames from the non-I-frames and the caching-storing of the block of I-frames takes place during the standard play mode ~~at or after replay~~.
4. (Previously presented) A method according to claim 1, wherein the number of I-frames in the cached block depends on parameters that include at least a probability of replay and/or an acquisition time.

5. (Original) A method according to claim 1, characterized in that the digital content data are video data in MPEG format and that the interleaved segments of the acquired digital content data are I-pictures.
6. (Previously presented) A method according to claim 1, characterized in that each of the interleaved segments of the acquired digital content data is a continuously acquired part of the digital content data from the content source.
7. (Previously presented) A method according to claim 1, further including the steps of caching a contiguous first part of the digital content data, that includes both the I-frames and the non-I-frames, and  
accessing the cached data when acquisition of the content data is interrupted.
8. (Previously presented) A method according to claim 7, wherein the steps of caching are implemented in a single memory circuit.
9. (Previously presented) A method according to claim 1, wherein the content source is a storage medium.
10. (Previously presented) A method according to claim 1, wherein the content source is a remote source and wherein the acquisition of the digital content data comprises receiving the digital content data over a network.
11. (Currently Amended) A device for caching a part of digital content data including I-frames and non-I-frames and interleave segments and from a content source, comprising:  
a receiver to acquire the digital content data from the content source,  
a processor configured and arranged to  
separate the I-frames from the non-I-frames to generate a block of  
multiple I-frames that includes temporally disparate I-frames;  
cache the block of separated I-frames without the non-I-frames;

flush ones of the separated I-frames as a function of a current playback location;

cache a portion of the digital content data that includes both the I-frames and the non-I-frames;

access the cached digital content data, including both I-frames and non-I-frames, in response to a standard play mode; and

access the cached block of I-frames in response to a trick play mode.

12. (Currently Amended) A device according to claim 11, wherein the digital content data are digital audio and/or video data, and the block of separated I-frames includes multiple I-frames from both before and after a current playback position.

13. (Currently Amended) A device according to claim 11, wherein the device further comprises components to play back the stored digital content, and the processor device is configured and arranged to separate the I-frames from the non-I-frames, to cache the block of separated I-frames and to flush ones of the separated I-frames during the standard play mode ~~said interleaved segments at or after replay.~~

14. (Previously presented) A device according to claim 11, wherein the amount of cached digital content is determined in dependence on parameters that include a probability of replay and/or an acquisition time.

15. (Previously presented) A device according to claim 11, characterized in that the digital content data are video data in MPEG format and that the interleaved segments of the acquired digital content data are I-pictures.

16. (Previously presented) A device according to claim 11, wherein the receiver is configured and arranged to continuously acquire the interleaved segments of the acquired digital content data from the content source.

17. (Currently Amended) A device according to claim 11, wherein the device is

configured and arranged to use a ~~second~~ memory as an anti-shock buffer by caching of a contiguous part of the digital content data that is suitable for use as anti-shock buffer data.

18. (Previously presented) A device according to claim 17, wherein the processor is configured and arranged to perform said caching in a single memory circuit.

19. (Previously presented) A device according to claim 11, wherein the content source is a storage medium.

20. (Previously presented) A device according to claim 11, wherein the content source is a remote source, and wherein the receiver is adapted to receive data over a network.